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Plaintiff in Pro Per

UNITED STATES DISTRICT COURT  
CENTRAL DISTRICT OF CALIFORNIA

MARC WOLSTENHOLME,  
Plaintiff,  
vs.  
RIOT GAMES, INC.,  
Defendant

CASE NO. 2:25-CV-00053-FMO-BFM HON.

*Hon. Fernando M. Olguin*

DECLARATION OF MARC  
WOLSTENHOLME

NOTICE OF LODGING SUPPLEMENTAL  
EXHIBIT ((LINKED TO EXHIBITS I AND J  
OF THE SECOND AMENDED  
COMPLAINT))

Dated this: May 04, 2025

*M. WOLSTENHOLME.*

[MARC WOLSTENHOLME]

**PLAINTIFF'S SUPPLEMENTAL EXHIBIT**

Linked to Exhibits I and J of the Second Amended Complaint

Declaration of Marc Wolstenholme Regarding Additional Arcane Contributors

Identified Through Public and Direct Communication.

**Introduction**

This Supplemental Exhibit expands upon the individuals named in Exhibits I and J of the Second Amended Complaint, which collectively identified approximately 50 people publicly or privately confirmed to have worked on Arcane. Through continued investigation, including the review of LinkedIn profiles, professional portfolios, public interviews, and direct contact, Plaintiff has compiled further evidence of contributors who were engaged during key stages of Arcane's production.

Notably, publicly available information and first-person statements indicate that the animation, production, and narrative implementation occurred in 2020 and 2021. This timeline is consistent with public anniversary footage showing teaser content prepared in 2019, but the series had not yet been fully greenlit or staffed until mid-to-late 2020.

The evidence contradicts Riot's representations about the early origins and development timeline of Arcane. Additionally, inconsistencies across CVs, portfolio timelines, and company statements raise concerns about possible backdating or strategic narrative

1 manipulation, including misrepresented job durations and false project attributions, potentially to  
2 obscure when and how the core narrative and production framework were created.

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5 Furthermore, this pattern of misrepresented production timelines and inflated job  
6 titles has broader implications for the entertainment industry. Riot Games has developed a  
7 reputation as a “springboard” company, where unearned titles such as “Executive Producer” or  
8 “Lead Writer” or “Director of Animation” are granted not through traditional merit or  
9 contribution, but through internal favoritism, Bro-mancing and strategic positioning. Multiple  
10 sources, including individuals affiliated with the production, have repeated variations of the  
11 phrase “people go to Riot to fuck about and get paid,” reflecting a known culture of inflated roles  
12 and performative production credits. This practice creates false credentials that allow individuals  
13 to ascend into senior roles at other companies, damaging both the credibility of the creative  
14 industry and the integrity of professional titles. It also obscures the true origins and ownership of  
15 creative content, which is central to the present case.  
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19 Plaintiff includes this expanded list of contributors as part of the evidentiary  
20 record supporting the claims of access and misappropriation and reserves the right to seek  
21 discovery or further testimony from individuals with material knowledge of Arcane’s actual  
22 development history and the creative sources used.  
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## Arcane CV Table

NAME	ROLE ON ARCANE	APPROX. DATES WORKED
ROBIN LHEBRARD	Arcane S1	janvier 2019 - février 2019 (2 mois)
RAFFAELE IZZO	Arcane S2	Visual Development (2019 - 2020)
MICHAEL ETIENNE	March 2012 - August 2020 (8 years 6 months)	
MOÏSE HERGAUX-ESSAME	Character animator on the project Arcane	October 2018 - October 2019 (1 year 1 month)
PU LIU		June 2018 - October 2020 (2 years 5 months)
SACHA DURU	Arcane season 2	Master 1 (M1), cinéma d'animation 3D et effet spéciaux (2016 - 2021)
ROBIN LAGARDE	-- Arcane: League of Legends - Seasons 1 & 2	novembre 2018 - février 2019 (4 mois)
SILVIA MARTELOSSI	Story Supervisor on Arcane s2 by Riot Games	screenwriting for animation, Radhowtoschool (2021 - 2021)
NOËMIE HALBERSTAM	Master's degree, CG student / VFX student (2016 - 2020)	
QUENTIN COLLET	Compositing Artist : ARCANE PILOT	juillet 2019 - juillet 2021 (2 ans 1 mois)
SÉBASTIEN ASENSIO	CG Character Animator & Lead Animator on "Arcane" Season 02 (Netflix)	novembre 2018 - mai 2019 (7 mois)
MELVIN LIMOGE	Matte painter sur la série Arcane S2	février 2019 - août 2019 (7 mois)
OLGA KOLOMITSKAYA	October 2015 - February 2019 (3 years 5 months)	
PAUL BELLEZZA	Jan 2019- Present.	
OLIVER RYAN	July 2015 - July 2019 (4 years 1 month)	
PAULINE DUPUY	Assets Production Manager on Arcane S1 & S2	juin 2018 - mai 2020 (2 ans)
MARIE DE DURAT	décembre 2018 - avril 2019 (5 mois)	
LOLA DELMAS	Chargée de Production sur la série Arcane pour les départements:	janvier 2018 - mars 2019 (1 an 3 mois)
MARILYS PELLÉ	Arcane season 2	novembre 2018 - février 2019 (4 mois)
LORENZO BUZZ	Character Animator on Arcane Season 1	luglio 2018 - giugno 2019 (1 anno)

<b>MARTIAL ANDRE</b>	- Arcane Serie - Riot Games	mars 2019 - décembre 2019 (10 mois)
<b>MARLENE TOREST</b>	juillet 2017 - mai 2019 (1 an 11 mois)	
<b>MARINE GOMBERT</b>	août 2020 - août 2020 (1 mois)	
<b>MATTHIEU RAZUNGLES</b>	Character Animator on Arcane - Animated serie	March 2019 - March 2019 (1 month)
<b>MAXIMILIEN LY</b>	on animated series "Arcane" (a RIOT Games project)	juillet 2018 - février 2019 (8 mois)
<b>JONAH LIN HUANG NIN</b>	#NAME?	technologie interactive, vidéoographie et effets spéciaux (2019 - 2023)
<b>JULIA DECH</b>	Arcane - saison 1	June 2018 - May 2020 (2 years)
<b>MAYE MAC-SWINEY</b>	Launched Arcane in Spain, Italy and Portugal securing the second highest	March 2018 - March 2019 (1 year 1 month)
<b>PAULINE MOTARD</b>	Arcane - League of Legends - Seasons 1&2	
<b>KEN BASIN</b>	the second season of the Emmy Award-winning Arcane. Ken is	September 2017 - January 2019 (1 year 5 months)
<b>KÉVIN PHOU</b>	février 2019 - février 2019 (1 mois)	
<b>JULIANA DE LUCCA</b>		
<b>KARL CHAN</b>	project : Arcane (League of Legends series)	July 2018 - May 2019 (11 months)
<b>LAURIE GOULDING</b>	March 2019 - October 2022 (3 years 8 months)	
<b>FRANCESCA CASAREGGIO</b>	2020 - 2020	
<b>KIAHNA MANKER</b>	Production Coordinator on Arcane	May 2017 - May 2019 (2 years 1 month)
<b>LÉA CHERVET</b>		
<b>GEM LIM</b>		
<b>LAURA MUNOS</b>	CG animation and FX Master Degree, 2017 - 2021	
<b>FLORIAN TITONE</b>	septembre 2017 - août 2019 (2 ans)	
<b>GEOFFROY THOORENS</b>	Arcane (League Of Legends Series) Saison 1	mars 2019 - janvier 2021 (1 an 11 mois)
<b>JANET KIM</b>		May 2018 - April 2019 (1 year)

<b>GILAD CARMEL</b>	Editor on "Arcane" S1 and S2, a breakthrough CGI animated series based on	November 2019 - Present (5 years 6 months)
<b>INES SCHEIBER</b>	Working in-house for "Arcane" season 2	December 2021 - February 2022 (3 months)
<b>GUILLAUME POIGNANT</b>	Character FX Artist & Setup on Arcane Legend	janvier 2019 - février 2019 (2 mois)
<b>CLARISSE RUBINI</b>	3D Character Animator on Arcane	March 2019 - Present (6 years 3 months)
<b>JADE VINCEN</b>	- Suivi de l'écriture des scripts de la saison 2 d'Arcane	septembre 2019 - décembre 2020 (1 an 4 mois)
<b>CLÉMENTINE DROUINEAU</b>	la fin d'Arcane saison 2 puis poursuite du poste sur les projets suivants	vidéographie et effets spéciaux (2018 - 2020)
<b>JÉRÔME DUPRÉ</b>	2D FX animator on Arcane	September 2018 - March 2019 (7 months)
<b>DANTE DOUGLAS</b>	September 2018 - December 2019 (1 year 4 months)	
<b>ELLA GREENSMITH- UK</b>	Bachelor of Arts - BA, Game and Interactive Media Design (September 2021)	
<b>ELODIE CAPO-CHICHI</b>	janvier 2018 - juin 2020 (2 ans 6 mois)	
<b>DANIEL QUINTERO</b>	Character animator on Arcane	janvier 2019 - octobre 2019 (10 mois)
<b>CONOR SHEEHY</b>	release, before helping found Riot's new Arcane team. While there, I worked	January 2018 - May 2022 (4 years 5 months)
<b>DIMITRI JAMES</b>	décembre 2018 - août 2019 (9 mois)	
<b>ESTELLE HOCQUET</b>	Storyboard artist on Arcane Season 02	octobre 2018 - février 2020 (1 an 5 mois)
<b>ETIENNE MATTERA</b>	Lead Storyboard sur la série "Arcane" (Riot Games)	octobre 2018 - mars 2019 (6 mois)
<b>ANTOINE MARCHAND</b>	Master Réalisateur Numérique, Animation 3D (septembre 2016 - juin 2021)	
<b>BRUNO COUCHINHO</b>	Concept Art environment/ 2D - serie 3D Arcane	

<b>CAMILLE LACROIX</b>	I worked on Arcane S2 at the studio in Montpellier. Watch the show on Netflix,	May 2018 - May 2019 (1 year 1 month)
<b>CHARLOTTE O'NEILL</b>	Lead background painter on Arcane	2018 - 2019 (1 an)
<b>CAROLINE RENAULT</b>	Arcane	mars 2019 - juin 2022 (3 ans 4 mois)
<b>CHRISTOPHE OLIVER</b>	backgrounds design on Arcane	novembre 2018 - avril 2020 (1 an 6 mois)
<b>CHRISTINE PONZEVEA</b>	Arcane S2 Producer   Productrice Arcane saison 2	October 2013 - June 2019 (5 years 9 months)
<b>CAMILLE POULAIN</b>	CFX sur Arcane saison 1 et 2, Clip "Enemy".	DNSEP, Infographie (2017 - 2019)
<b>CHRISTELLE BOCO</b>	2018 - 2020 (2 ans)	
<b>ALEXIS FERNANDEZ</b>	Senior Character Animator on "Arcane" Season 1	avril 2019 - mars 2020 (1 an)
<b>ALEXANDRE LE BRETON</b>	Production Manager on "Arcane Season 2" Characters & Props Department,	avril 2018 - juin 2019 (1 an 3 mois)
<b>ALEXIS LAFUENTE</b>		
<b>ALICE MARTINEZ</b>	Bachelor animateur 3D, Animation (2017 - 2020)	
<b>ALINE HANANEL</b>	Crowd animator on Arcane pilot	d�cembre 2018 - janvier 2019 (2 mois)
<b>ANNE-LAURE TO</b>	Visual Development Artist _Matte Painter on "Arcane"	February 2017 - January 2020 (3 years)
<b>ARNAUD BAUDRY</b>	Arcane, a League of Legends animated TV series developed and produced by	avril 2016 - octobre 2019 (3 ans 7 mois)
<b>ARCANE'S</b>		
<b>ANTHONY P. AGUIAR</b>	CG Character Animator on "ARCANE - Season 02"	Master's degree, Cin�ma d'Animation 3D (septembre 2015 - juin 2020)
<b>ANTOINE DEPREZ</b>	Arcane Season 1 - Team BG/Environment	December 2018 - March 2019 (4 months)
<b>SIMON MAGNAN</b>	on the animated series "Arcane" Season 1 (Riot Games)	novembre 2018 - �t 2019 (10 mois)
<b>SOPHIE ZOURANE</b>	Character Animator on ARCANE - Riot animated series	mars 2019 - mars 2021 (2 ans 1 mois)
<b>STEVEN J. MEYER</b>	Lead Animator: Arcane Seasons 1 & 2	January 2020 - January 2020 (1 month)

<b>SUHEB ZAKO</b>	Concept artist on "Arcane" Season 2 (league of legend) , by Riot Games at	May 2021 - June 2021 (2 months)
<b>YU-TING ZHOU</b>	to projects 'Arcane', 'The Secret Life of Pets2', 'Go!Go!Cory Carson'.	Master of Fine Arts - MFA, Animation (2015 - 2021)
<b>VICTOR MAURY</b>	Arcane Season 1 & 2	August 2015 - May 2019 (3 years 10 months)
<b>WILLIS FRANÇOIS</b>	Arcane Saison 1	mars 2019 - avril 2020 (1 an 2 mois)

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**TABLE AND CV ANALYSIS**

1                   **TABLE AND CV ANALYSIS**

2                   The collected CVs and LinkedIn profiles of more than 85 individuals, on top of  
3 the 50 or so already evidenced in prior documents, who worked on Arcane strongly indicate a  
4 distinct and traceable production timeline. The evidence reflects the following pattern:  
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7                   **Early Development and Announcement (Summer 2019):**

8                   Several public statements and internal Riot Games materials, alongside the CVs,  
9 confirm that Arcane was officially announced as part of Riot's 10-year anniversary celebration in  
10 October 2019. However, preliminary visual development and teaser content were likely created  
11 in the summer of 2019, as evidenced by early credits tied to "initial concept work" or teaser  
12 production, which align with Fortiche Production SAS's activity during that period.  
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15                   **Hiatus Period (Late 2019 to Early 2020):**

16                   The CV data shows a notable absence of large-scale hiring or animation credit  
17 activity during late 2019 and early 2020. This pause is consistent with statements from Riot that  
18 the show had not yet been fully greenlit or moved into full production at this time. This lull  
19 undermines any suggestion that Arcane was already in high-volume production prior to the  
20 greenlight decision of Mid to end of 2020.  
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**Post-Greenlight Scaling (Mid to Late 2020 Onward):**

Beginning around mid-2020, there is a dramatic spike in recruitment and engagement at Fortiche Production SAS, particularly for roles in 2D/3D animation, compositing, storyboarding, rigging, effects, and production coordination. The majority of listed team members began their Arcane roles between June 2020 and early 2021, a window that strongly suggests that principal animation production began after the official greenlight.

**Mass Recruitment of Animators:**

The data overwhelmingly shows that the bulk of the workforce involved in the animation and execution of Arcane were hired between mid-2020 and late 2021, consistent with standard animation production cycles post-greenlight. This includes both Fortiche-based animators and remote artists contracted through Riot's partner networks.

**Implications for Discovery and Development Timelines:**

These findings are highly relevant to the timeline disputes in this case. They suggest that Arcane's core story development and production did not meaningfully begin until after the point at which Plaintiff's manuscript was already disseminated into key agency networks and submission portals. Furthermore, they refute Riot's claim of long-standing, independent development, instead showing a condensed, post-2020 production surge.

1 **Conclusion**

2 The collected evidence, including resumes from well over 100 professionals  
3 credited on Arcane, as well as public interviews and statements by the show's own creators,  
4 clearly demonstrates that Arcane entered full production only after mid-2020, despite Riot  
5 Games' legal team's claim that all scripts were "locked in" by the end of 2019.  
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8 As detailed in this supplemental exhibit and reinforced in Exhibits I and J:

9 A 10-year anniversary promotional clip was produced in mid-2019, likely as a  
10 pitch tool, not an indication of full-scale production.  
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13 The majority of animators, production designers, and story artists were hired or  
14 became active contributors only in 2020 and 2021, with contracts, LinkedIn dates, and CVs  
15 explicitly referencing Arcane work beginning after Riot's alleged script finalization date.  
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18 Amanda Overton, a writer and executive producer, has stated in multiple public  
19 interviews (Nov. 2024, Nov. 2021) that much of Season 2 was written after Season 1 aired, and  
20 that even during lockdowns in 2020–2021 she was actively developing characters like Caitlyn  
21 and rewriting content alongside Alex Yee and Christian Linke as evidenced in the SAC-  
22 complaint as one.  
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25 Jane Chung Hoffacker, another executive producer, admitted that the team  
26 struggled to get Arcane greenlit and that she was actively reviewing scripts and hiring talent  
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1 during the project's formative stages, contradicting claims that her role was non-creative and that  
2 everything was resolved by the end of 2019.

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4 Even Riot's own concept artist Charles Lee stated that worldbuilding elements  
5 such as Still Water Hold were added post-2020, which is further evidenced by his map  
6 development posts and employment timeline, as evidenced in the SAC- complaint as one.  
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9 Taken together, this evidence directly contradicts Riot Games' assertion that  
10 development concluded before Plaintiff's April 2020 submissions. On the contrary, the record  
11 reflects that scriptwriting, character development, and worldbuilding were ongoing well into late  
12 2020 and beyond. This reinforces Plaintiff's claims of access and further undermines Riot's  
13 defense of independent creation or pre-existing lock-in of creative content.  
14

15 Riot's legal Team are engaging in aggressive, harassing and abusive litigation  
16 tactics because if the evidence is seen and decisions are made on the merits of the case, they  
17 really haven't got a defense. Their abuse in these procedures, including trying to bully the  
18 plaintiff into dropping the cases, which has been explicitly observed and commented on by  
19 Riot's Legal Team, the Magistrate Judge, and even their wider cult community, matches the  
20 patterns of the abuse, IP theft, sabotage, retaliations, harassment and threats already observed at  
21 Riot Games in its short by extremely disturbing history.  
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24 Some examples are the retaliations, harassment and threats against endless  
25 women as noted in the Class action. The same behaviors in the Chronoshift Case, the Swiping of  
26 code from a US rival and the sabotage of a public game so they could build LOL. Riot are a  
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1 menace and a direct threat to the US and to the state of California and need to be investigated by  
2 the FBI and the courts because they are not and have never been safe.

3 How can they be trusted with so much data control if they can't even be trusted  
4 with manuscripts and they have direct links to Military civil fusion concerns?  
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7 Given the behaviors of Riot's Legal team in the Mett and Confer sessions, The  
8 Plaintiff is worried.  
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**Declaration of Authenticity:**

I, Marc Wolstenholme, declare under penalty of perjury that the statements made  
are true and accurate

Executed on May 04, 2025, in Coventry, England.

Respectfully submitted,

Signature: *M. WOLSTENHOLME*

Marc Wolstenholme

Plaintiff in Pro Per

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